CS 330 Milestone One

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For this project, I will create a 3D replica of a simple things on desk. The 2D image I've selected shows a monitor, keyboard, mouse, notebooks, mug. Here's how I will approach this project:

A computer with a keyboard and a mug

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**Objects to Replicate in 3D:**

Monitor: The monitor will feature a rectangular prism for the display screen, supported by a stand constructed from flattened boxes to simulate a sleek, modern design..

Keyboard: A single flattened box will represent the keyboard, capturing its slim profile.

Mouse: The mouse will be modeled as a flattened half-sphere, embodying the ergonomic design of contemporary mice. A small cylinder will serve as the scroll wheel, positioned strategically on the mouse's body to mimic its real-world counterpart.

Mug: The body of the mug will be a tapered cylinder, providing a more accurate depiction of a mug's narrowing shape towards the bottom.

**Basic 3D Shapes to Use:**

Box: For the monitor stand (flattened) and the base of the keyboard (flattened).

Plane: No longer used as previously planned; modifications made based on feedback.

Prism: For the monitor screen.

Cylinder: For the mug body (tapered) and the mouse scroll wheel.

Sphere: For the mouse body (flattened half-sphere).

Tapered Cylinder: For the mug body.

**Reasoning:**

Using these objects allows for a mix of simple and more complex shapes, providing a good balance for my scene.

The choice of objects like a monitor, keyboard, mouse, and mug is relatable and familiar to viewers, making the scene engaging.

Incorporating various basic 3D shapes ensures diversity in your modeling skills while keeping the project manageable.

By breaking down each object into its component shapes and utilizing different basic 3D shapes effectively, I can create an engaging and achievable 3D scene that replicates a common office desk setup.

A group of geometric shapes

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